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<u>L5</u>	L4 and (717/168 717/169 717/170 717/171 717/172 717/173 717/174 717/175 717/176 717/177 717/178).ccls.	39	<u>L5</u>
<u>L4</u>	L3 AND 717/\$\$\$ccls.	87	<u>L4</u>
<u>L3</u>	(update or updating) AND (device ADJ driver)	2385	<u>L3</u>
<u>L2</u>	thomson.xa. AND banner	4	<u>L2</u>
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<u>L7</u>	L3 and registry	251	<u>L7</u>
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<u>L5</u>	L4 and (717/168 717/169 717/170 717/171 717/172 717/173 717/174 717/175 717/176 717/177 717/178).ccls.	39	<u>L5</u>
<u>L4</u>	L3 AND 717/\$\$\$ccls.	87	<u>L4</u>
<u>L3</u>	(update or updating) AND (device ADJ driver)	2385	<u>L3</u>
<u>L2</u>	thomson.xa. AND banner	4	<u>L2</u>
<u>L1</u>	thomson.xa. AND (device ADJ driver)	2	<u>L1</u>

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¹ Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: pdf(15.01 MB) Additional Information: [full citation](#), [references](#), [citations](#)

2 Kernels: Cooperative I/O: a novel I/O semantics for energy-aware applications

Andreas Weissel, Björn Beutel, Frank Bellosa

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI


Full text available: pdf(1.60 MB) . Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper we demonstrate the benefits of application involvement in operating system power management. We present Coop-I/O, an approach to reduce the power consumption of devices while encompassing all levels of the system---from the hardware and OS to a new interface for cooperative I/O that can be used by energy-aware applications. We assume devices which can be set to low-power operation modes if they are not accessed and where switching between modes consumes additional energy, e.g. devi ...

³ Exploiting task-level concurrency in a programmable network interface

Hyeong-youb Kim, Vijay S. Pai, Scott Rixner

June 2003 **ACM SIGPLAN Notices**, Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming, Volume 38 Issue 10

Full text available:  pdf(191.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Programmable network interfaces provide the potential to extend the functionality of network services but lead to instruction processing overheads when compared to application-specific network interfaces. This paper aims to offset those performance disadvantages by exploiting task-level concurrency in the workload to parallelize the network interface firmware for a programmable controller with two processors. By carefully partitioning the handler procedures that process various events related to ...

Keywords: ethernet, firmware, parallel programming, programmable network interface

4 Driving me nuts: I2C drivers, Part II

Greg Kroah-Hartman

February 2004 **Linux Journal**, Volume 2004 Issue 118

Full text available:  [html\(21.52 KB\)](#) Additional Information: [full citation](#)

5 [The Flux OSKit: a substrate for kernel and language research](#)

Bryan Ford, Godmar Back, Greg Benson, Jay Lepreau, Albert Lin, Olin Shivers



October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5

Full text available:  [pdf\(2.47 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 [Interface co-synthesis techniques for embedded systems](#)

Pai Chou, Ross B. Ortega, Gaetano Borriello

December 1995 **Proceedings of the 1995 IEEE/ACM international conference on Computer-aided design**

Full text available:  [pdf\(175.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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Abstract: A key aspect of the synthesis of embedded systems is the automatic integration of system components. This entails the derivation of both the hardware and software interfaces that will bind these elements together and permit them to communicate correctly and efficiently. Without the automatic synthesis of these interfaces, designers are not able to fully simulate and evaluate their systems. Frequently, they are discouraged from exploring the design space of different hardware/software p ...

Keywords: CAD, computer interfaces, design cycle, design space exploration tools, embedded systems, glue logic, hardware/software interfaces, real-time systems, synthesis

7 [Mobile file system support with virtual device drivers](#)

Dorota M. Huizinga, Christine Ames

February 1999 **Proceedings of the 1999 ACM symposium on Applied computing**


Full text available:  [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: disconnected operation, file system extensibility, mobile computing, virtual device drivers

8 [Ada and the graphical kernel system](#)

Thomas M. Leonard

May 1985 **ACM SIGAda Ada Letters , Proceedings of the 1985 annual ACM SIGAda international conference on Ada**, Volume V Issue 2


Full text available:  [pdf\(940.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Graphical Kernel System (GKS) is a general purpose, Device-Independent, two-dimensional graphics system currently in the final stages of standardization by both the International Organization for Standardization (ISO) [ISO 1982] and the American National Standards Institute (ANSI) [ANSI 1984c]. Associated with each GKS standardization effort are programming language bindings which standardize language-specific interfaces for implementations of GKS. Currently in the draft proposed phase of st ...

9 [A workstation model for an interactive graphics system](#)

Mike Heck, Martin Plaehn

January 1986 **Communications of the ACM**, Volume 29 Issue 1


Full text available:  [pdf\(857.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

By introducing the concept of an abstract graphics device called the workstation, an existing graphics system is generalized to support multiple devices in applications software.

10 Driving me nuts: I2C drivers. Part 1

Greg Kroah-Hartman

December 2003 **Linux Journal**, Volume 2003 Issue 116

Full text available:  [html\(19.97 KB\)](#) Additional Information: [full citation](#)

11 Adaptive block rearrangement

Sedat Akyürek, Kenneth Salem

May 1995 **ACM Transactions on Computer Systems (TOCS)**, Volume 13 Issue 2

Full text available:  [pdf\(2.27 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

An adaptive technique for reducing disk seek times is described. The technique copies frequently referenced blocks from their original locations to reserved space near the middle of the disk. Reference frequencies need not be known in advance. Instead, they are estimated by monitoring the stream of arriving requests. Trace-driven simulations show that seek times can be cut substantially by copying only a small number of blocks using this technique. The technique has been implemented by modi ...

Keywords: data clustering, data replication, seek optimization

12 Kernel Korner: Block Device Drivers: Interrupts

Michael K. Johnson


February 1995 **Linux Journal**

Full text available:  [html\(17.59 KB\)](#) Additional Information: [full citation](#), [index terms](#)

13 Checking and inferring local non-aliasing

Alex Aiken, Jeffrey S. Foster, John Kodumal, Tachio Terauchi

May 2003 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2003 conference on Programming language design and implementation**, Volume 38 Issue 5


Full text available:  [pdf\(165.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

In prior work [15] we studied a language construct `<tt>restrict</tt>` that allows programmers to specify that certain pointers are not aliased to other pointers used within a lexical scope. Among other applications, programming with these constructs helps program analysis tools locally recover strong updates, which can improve the tracking of state in flow-sensitive analyses. In this paper we continue the study of `<tt>restrict</tt>` and introduce the construct `<tt>con</tt>` ...

Keywords: Linux kernel, alias analysis, confine, constraints, effect inference, flow-sensitivity, locking, restrict, type qualifiers, types

The interactive performance of SLIM: a stateless, thin-client architecture

Brian K. Schmidt, Monica S. Lam, J. Duane Northcutt

December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles**, Volume 33 Issue 5Full text available:  pdf(1.79 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Taking the concept of thin clients to the limit, this paper proposes that desktop machines should just be simple, stateless I/O devices (display, keyboard, mouse, etc.) that access a shared pool of computational resources over a dedicated interconnection fabric --- much in the same way as a building's telephone services are accessed by a collection of handset devices. The stateless desktop design provides a useful mobility model in which users can transparently resume their work on any desktop c ...

15 Systems: A framework to manage multimodal fusion of events for advanced interactions within virtual environments


Damien Touraine, Patrick Bourdot, Yacine Bellik, Laurence Bolot

May 2002 **Proceedings of the workshop on Virtual environments 2002**Full text available:  pdf(489.08 KB)Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the EVI3d framework, a distributed architecture developed to enhance interactions within Virtual Environments (VE). This framework manages many multi-sensorial devices such as trackers, data gloves, and speech or gesture recognition systems as well as haptic devices. The structure of this architecture allows a complete dispatching of device services and their clients on as many machines as required. With the dated events provided by its time synchronization system, it become ...

16 Linux on Mobile Computers: Taking your Linux workstation wherever you go.

Kenneth E. Harker

June 1996 **Linux Journal**Full text available:  html(23.49 KB)Additional Information: [full citation](#), [index terms](#)**17** The nucleus of a real-time operating system(a tutorial on the internals of RSX-11M)

David N. Cutler, Richard H. Eckhouse, Mario R. Pellegrini

October 1976 **Proceedings of the annual conference**Full text available:  pdf(657.15 KB)Additional Information: [full citation](#), [abstract](#), [index terms](#)

An introduction to, and an overview of, a real-time, multiprogrammed operating system nucleus is presented. Taking a tutorial slant, the paper presents both the hardware and software interrupt mechanisms utilized in support of the nucleus. Also covered are the management of system resources (memory and I/O), and the operation and control of the system. Thus the goal of this paper is to provide sufficient insight into the system described so that the reader can utilize this information in de ...

18 Software: VRPN: a device-independent, network-transparent VR peripheral system

Russell M. Taylor, Thomas C. Hudson, Adam Seeger, Hans Weber, Jeffrey Juliano, Aron T. Helser

November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**Full text available:  pdf(344.60 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Virtual-Reality Peripheral Network (VRPN) system provides a device-independent and network-transparent interface to virtual-reality peripherals. VRPN's application of factoring


by function and of layering in the context of devices produces an interface that is novel and powerful. VRPN also integrates a wide range of known advanced techniques into a publicly-available system. These techniques benefit both direct VRPN users and those who implement other applications that make use of VR periphe ...

Keywords: input devices, interactive graphics, library, peripherals, virtual environments, virtual worlds

19 The design and implementation of INGRES

Michael Stonebraker, Gerald Held, Eugene Wong, Peter Kreps

September 1976 **ACM Transactions on Database Systems (TODS)**, Volume 1 Issue 3

Full text available:  pdf(2.67 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The currently operational (March 1976) version of the INGRES database management system is described. This multiuser system gives a relational view of data, supports two high level nonprocedural data sublanguages, and runs as a collection of user processes on top of the UNIX operating system for Digital Equipment Corporation PDP 11/40, 11/45, and 11/70 computers. Emphasis is on the design decisions and tradeoffs related to (1) structuring the system into processes, (2) embedding one command ...

Keywords: concurrency, data integrity, data organization, data sublanguage, database optimization, nonprocedural language, protection, query decomposition, query language, relational database

20 Staging the space of mixed reality—reconsidering the concept of a multi user environment

Wolfgang Strauss, Monika Fleischmann, Mette Thomsen, Jasminko Novak, Udo Zlender, Thomas Kulesa, Frank Pragasky

February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

Full text available:  pdf(1.66 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Internet, VRML, World Wide Web, interaction

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